

Nathan Potter

3D artist and computer programmer.

experience.

UBCO Design — Executive Team - Head of 3D

Nov 2021 - Present

An executive team member at UBC-O Design, handling the creation of the primary 3d library and heading on all 3d involved operations.

Freelancing — 3D Artist - @naterenders (Instagram)

Summer 2018 - Present

Completed many different projects involving short 3d animations, logo design and 2D / 3D artistic pieces.

Quality Construx, Plainsboro, NJ — Assistant

Summer 2016 & Summer 2022 - <https://www.instagram.com/qualityconstrux/?hl=en>

Assisted with building materials, deck assembly, bathroom remodelling & general carpentry.

LifeTime Fitness, Plainsboro, NJ — Lifeguard

Summer 2018 - <https://my.lifetime.life/clubs/nj/princeton.html>

Part of a team of certified guards overseeing the safety of 100+ swimmers each day.

Camp Queen Elizabeth, London, ON — Counsellor

Summer 2017 - <https://www.facebook.com/ymcacampqueenelizabeth/>

Responsible for two cabins of 10 kids each ranging in age from 7 to 15. Lead groups in various land and water sport activities including a 5-day wilderness out trip.

projects.

Portfolio Website

A demonstration of my HTML and CSS skills, and a record of all things me.

nathanpotter.tech

Github — See Activity

Github Activities include data and programming course work, personal projects, and the VDC Asset Library, created by myself.

[Youtube Data Analysis](#) - [Repository](#)
[VDC Asset Library](#)

[Cuda Coding](#) - See Activity for COSC 407
[GPU Mining Analysis](#)

[See All Activity for DATA or COSC](#)

Mona Space - Renaissance Builder Competition

This space, “Elemental Layer” was created using WebGL functionalities and Unity. Pre-Vis, Modelling & Texturing for this space was done entirely by myself, with group members helping with in-engine animations. Our space was a part of Mona’s Official Selections for the Renaissance Builder Competition (2000+ registered builders - Top 100 & Creator Prize Winner - 1 of 30)

[My Mona Space](#) [Official Selections](#)
[About Mona](#) [Creator Prize Winner](#)

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skills.

Blender
Unity
HTML / CSS / JS
Python
Adobe PS + Illustrator
C / C#

languages.

Native English, Proficient in Spanish

status.

2023 General B.A. in Computer Science,
Psychology and Anthropology
Dual Citizen: US / Canada